storage means, coupled to the processor, for storing and retrieving predefined image data for varying the <u>image</u> data read from the storage card <u>to create modified data</u>; and

an audiovisual source for providing signals for an audiovisual presentation;

means for exhibiting the audiovisual presentation on an audiovisual display, located in the at least one each entertainment area having the integration subsystem, the audiovisual display responsive to signals from the respective audiovisual source; and

means for analyzing the audio and video signals, for selectively modifying certain ones of the signals to integrate the modified data into the audiovisual presentation.

Claim 3, line 1, please delete the word "user".

5.   (Once amended) The system as in claim [1] <u>3</u>, wherein the modified data is [integrated] <u>utilized</u> to enable the [user] image <u>data of a user</u> to participate in the audiovisual presentation as a synthetic actor.

6.   (Once amended) The system of claim 1, wherein the audiovisual presentation is comprised of a plurality of predefined characters and images and the [user] image <u>data of a user</u> interacts with the predefined characters and images.

8.   (Once amended) The system as in claim 1, wherein the [user visual] image <u>data of a user</u> is automatically mapped into the memory space of video game data, so as to override associated default predefined character images.

9.   (Once amended) The system as in claim 1, wherein at least one of the entertainment areas has associated therewith ancillary attribute data;

wherein the [user] image data has a default presentation, wherein the <u>image data of a user</u> [image] is integrated with the ancillary attribute data in accordance with predefined rules so as to modify the default presentation associated with the [user] image data in the modified audiovisual presentation.